

UNITED STATES ARMY COMBATIVES COURSE
1/29 Infantry Regiment, Fort Benning GA

Standard Rules Competition Reference Guide

Start Position: Standing

Match length: Up to 6 minutes. In the event that the score is tied at the end of regulation time, the match will continue until the next point is awarded, scored, or the submission is achieved.

Standard Bracket Type: Double Elimination

Uniform: Sterilized Serviceable Duty Uniform. No rings, watches, dog-tags, belts, etc.

Area: (1x2 meter Tatami-Style mats) Free Zone: 8x8 meter square, Warning Line: 1 meter, Safety Buffer: 2 meters.

Necessary Personnel:

Unit Commander / Representative – Schedules the competitions at their level.

Director – Has the final authority with regards to implementing all rules and regulations of the competition.

Chief of Referees – Must be Combatives Master Trainer Course Certified and have a general knowledge of all rules, regulations and tournament conduct. The chief of referees is the interim authority with regards to implementing all rules and regulations of the competition and is subject only to the oversight of the tournament director.

Referee – The referee must be a TCC or CMTC graduate, have completed the 12-hour referee recertification, and have a general knowledge of all rules, regulations, and tournament conduct. He is responsible for the **safety** of the fighters as well as:

- Starting and stopping the match.
- Awarding points.
- Warning / disqualifying competitors for rules infraction.
- Communicating to the officials and signaling the match winner.

Bracketing NCO – The most important staff member to the efficient flow of the competition is the bracketing NCO. He is responsible for ensuring that fighters are in the right place on time and face the correct opponents. This includes brackets, bout sheets, and match order.

Scorekeeper – The scorekeeper keeps track of the points awarded by the referee. Upon reaching the time limit, the timekeeper and the scorekeeper are responsible for ensuring that the fight is stopped if the score is not tied. Upon reaching the time limit or upon breaking a tie by first score, the scorekeeper is responsible for telling the referee which fighter has won the match.

Timekeeper – The timekeeper keeps the time during each bout, starting and stopping the official clock for time-outs designated to him by the referee. The timekeeper reports time to the referee only. In the event a fighter is rendered unconscious, the timekeeper will keep independent time of the amount of unresponsive time and report that to the medical staff. The timekeeper gives a visual cue at the beginning of the match and throws in a rolled up towel at the end of each match in the direction of the referee's feet.

Medical Staff – Responsible for the following:

- Treating any injured or sick competitor, staff, and or spectator.
- Serve as the final authority of whether a competitor can compete safely.
- Report all cases of injury to the Chief of Referees or Competition Director.
- Evaluate / suspend fighters from competing / continuing due to medical concerns.

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Positions & Scoring

All positions must be established to the referee's satisfaction. The referee must use a consistent scoring methodology. This means using a combination of both verbal and hand signals to the scorekeeper.

Guard – Fighter's legs locked around an opponent with at least one leg above the knee or, if the legs are not locked, controlling an opponent with the legs. **0 points** are awarded for the Guard.

Sweep – After establishing guard, the bottom fighter changes positions, placing his opponent on his back. **3 points** are awarded for a Sweep.

Passing the Guard – From within his opponent's guard, the fighter clears his opponent's legs, passes the guard, and gains one of the following positions: Side Control, North / South, Knee Mount, Mount, or Rear Mount. **3 points** are awarded for Passing the Guard independent of the scoring for the settled position.

Side Control & North/South – Fighter has his opponent flat on his back, with his entire body clear of his opponent's legs, above his opponent's belt line with a generally perpendicular position to his opponent. Grips vary. **0 points** are awarded for Side Control & North/South.

Knee Mount – The Fighter places one knee on his opponent's abdomen and the other off the ground and away from his opponent and stabilizes himself. **3 Points** are awarded for Knee Mount.

Mount – The fighter establishes a position astride his face-up opponent's chest or abdomen, with both feet and knees on the ground and free from entanglement with the opponent's legs. **4 points** are awarded for Mount.

Rear Mount – The fighter establishes a position behind his opponent with both feet hooked around his opponent's thighs. **4 points** are awarded for Rear Mount.

Takedown (Non-Dominant Position) – From the standing position, the fighter places his opponent on the ground, ending either in the guard or behind the arms of a face-down opponent. A Fighter pulling or sitting to the Guard position counts as a takedown to Non-Dominant Position for their opponent. **2 Points** are awarded for a Takedown to Non-Dominant Position.

Takedown (Dominant Position) – From the standing position, the fighter places his opponent on his back passes the guard and gains one of the following positions: Side Control, North / South, Knee Mount, Mount, or Rear Mount. **3 Points** are awarded for a Takedown to Dominant Position.

Passivity – When a fighter disengages from a top position, points will be awarded to the other fighter. **2 Points** are awarded to the opponent for Passivity.

Stalling – Stalling is utilizing the clock to achieve victory. If a referee thinks a fighter is delaying the action, **he will give 3 warnings and then award 1 point to his opponent.** If Stalling continues, the referee gives 3 additional warnings and then awards an additional point, continuing this pattern until the stalling stops or the end of the match.

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Disqualification: At the discretion of the referee, fouls (based on the intent of the fighter committing the foul and the result of the foul) may cause time to be stopped in the bout and warnings, recuperation time, and or disqualification from the tournament. Only a referee can assess a foul. If the referee does not call the foul, the judges must not make that assessment on their own. Disqualification will occur after a combination of 3 fouls or a flagrant foul. The following fouls will be considered enough to warrant immediate disqualification from the tournament:

- The use of abusive and/or foul language, cursing or other acts of blatant disrespect.
- Biting, pinching, clawing, hair pulling, attacking the eyes/nose/mouth of one's opponent, intentionally seeking to injure genitalia, use of fists, feet, knees, elbows, or the head with the intention to hurt or gain an unfair advantage.
- The blatant use of intentional avoidance (running or pulling oneself into the safety and/or danger area) while caught in a submission attempt by their opponent. This will be deemed a submission.
- Fighting and/or engaging in illegal conduct within tournament venue.
- Intentional or repeated noncompliance with competition rules.
- Flagrant disregard of the referee's instructions.
- Twisting knee or ankle attacks.
- Striking to the throat.
- Fish-hooking of the mouth.
- Striking the spine (to include the top of the head).
- Elbow or forearm strikes.
- Spinal manipulation.
- Headbutts.
- Kicks to the head or torso of a downed fighter.
- Holding on to the fence or rope (when used).
- Spiking an opponent to the ground on their head or back of the neck.
- Throwing an opponent out of the fenced area, ring, or mat.
- Knee strikes, unless using intermediate or advanced competition rules.
- Closed fist strikes to the face, unless using advanced competition rules
- Axe kicks to the top of the head.
- Instep stomping with the foot.
- Up-kicks by a downed fighter to the head of a standing opponent.
- Fleeing the action of a fight.
- Intentionally delaying the contest due to improper equipment, or by intentionally dropping / spitting out mouthpiece.
- Guard Slam.
- Wrist Locks.
- Finger/Toe Locks.

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- Twisting Lower-Body Submissions.
- Spiking Throws.
- Face Crush (utilizing his arms or parts of his own or the opponent's uniform to use leverage and force to create tremendous pressure to the opponent's nose, jaw, and face.

Match Results

Forfeit: In the event one of the competitors is not present for his match, he will be called over the intercom 3 times before the match is deferred to his opponent. Competitors who are not present for the semifinal and final matches will not receive a medal unless serious injury has occurred.

No Contest: Should both fighters be in such condition that to continue might subject them to serious injury, the referee will declare the match a No Contest (most common to the intermediate and advanced levels).

Knockout: If a fighter suffers an injury, has been knocked out, has participated in an unusually punishing bout, or has received a technical knockout decision, the fighter will be placed on the ill and unavailable list for the period of time recommended by the medical staff. A fighter who loses a bout by technical knockout will be suspended from competition until cleared by a medical professional. The tournament director will provide a report listing the terms of suspension to the Soldier's chain of command. A **Knock-out** occurs when a competitor receives impact-related trauma. A **Technical Knock-out** occurs when the referee deems that one fighter cannot defend himself and is in danger of receiving excessive damage if the match continues. In this case, the referee will award the other fighter a TKO victory.

Submission: Is achieved in either a fighter tapping the mat or their opponent a minimum of 2 times or making a loud noise (i.e. grunt or groan) indicating pain or verbally submits, saying "Stop" loudly.

Choke Out: When a choke has been applied, the referee will watch for any sign of unconsciousness (e.g. failure to respond to verbal questions) and immediately stop the match, awarding victory to the competitor who applied the choke.

Protest

During formal competitions, a coach and or competitor have the right to lodge a complaint. The tournament director will issue only two challenge cards per team. The coach or competitor will notify the chief of referees, who will discuss the issue with the competition director. The competition director will make the final decision on the outcome of the complaint/protest. This rule is to prevent arguments in the mat area. Any such arguments will warrant immediate disqualification and/or removal from the event.

(reference for Standard Rules Competition is TC 3-25.150, Feb 2017, Appendix A. This TC supersedes all previous doctrine)

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Match #	Unit	Rank	Last Name, First Name			
1						
				13		
2						
					21	
3						
				14		
4						
						28
5						
				15		
6						
					22	
7						
				16		
8						
						1st

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